

Project & Lighting Analysis By Hyunseo (Hayley) Kim

Link to Demo Reel: <https://www.hyunseokim.com/demo-reel>

Project 1. Little Dragon

-Katana, Arnold, Nuke

1) Artistic Objective/ Challenge

Creating a 3D scene that highlights the interplay of light and shadow through rich colour gradients

Drawing inspiration from *The Wild Robot* and its use of light—where the golden warmth of the sun meets the cool depth of shadows to create gentle, balanced midtones—my project *Little Dragon* aimed to capture a similar sense of gradual transition and greater colour variety.



Reference: Scene from *The Wild Robot* (2024)

2) Quick Overview of the Key Frame



PURPLE: Lens flare is used to emphasize the intensity and consistency of the sunlight

WHITE: Dark-over-light contrast to create strong visual definition and form

YELLOW: Texture-mapping technique for efficiency in render performance

Project 2. Night at the Cave

-Unreal Engine, Nuke

1) Artistic Objective/ Challenge

Exploring how lighting can convey mood and context in establishing shots independent to a strong character presence

2) Quick Overview of the Key Frame



PURPLE: Caustic effect to enhance realism by simulating light refraction

WHITE: Atmospheric fog that scatters the lantern's light, emphasizing the focal illumination

YELLOW: Atmosphere adds a sense of spatial depth and distance

Project 3. Monster Tea Party

-Maya, Renderman, Nuke

1) Artistic Objective/ Challenge

Experimenting color palettes that evoke the feeling of natural morning/day lighting

After exploring a variety of light and shadow colour combinations, yellow sunlight paired with purplish cool shadows was selected, inspired by the warm, nostalgic lighting from *Toy Story*.



Reference: Scene from Toy Story (1995)

2) Quick Overview of the Key Frame



RED: Subtle plant shadows enhance the scene's cozy, calm morning mood

BLUE: Glint and glow effects simulate realistic light interactions on the glass teacup surfaces. Additionally, a focus shift was used to guide the viewer's attention sequentially—from the characters to the background element featuring the boiling pot

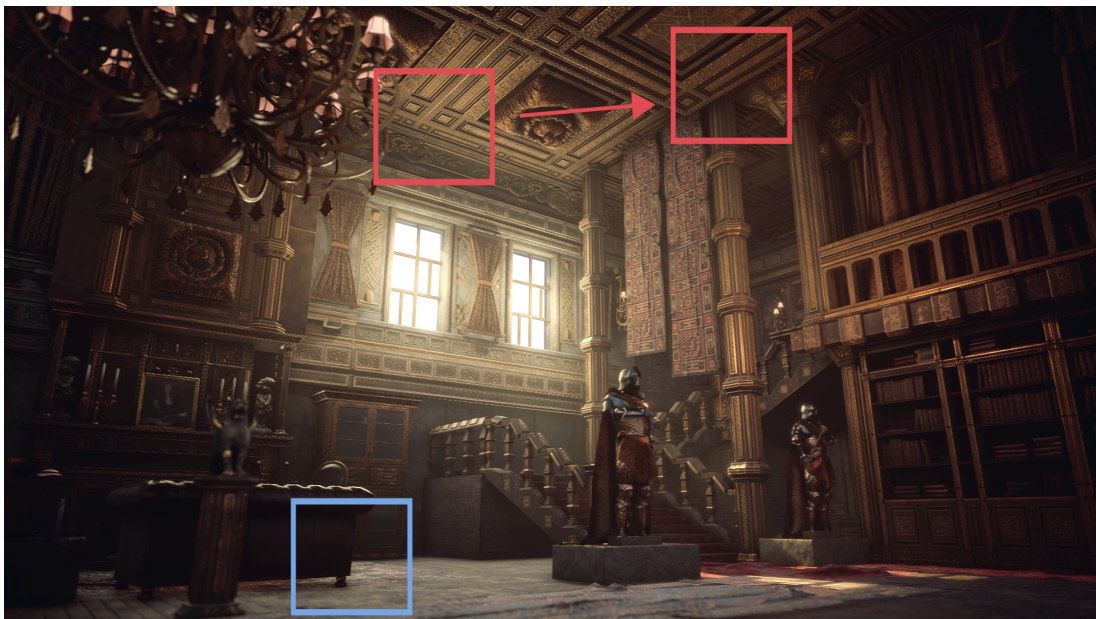
Project 3. Old Mansion

-Unreal Engine, Nuke

1) Artistic Objective/ Challenge

Demonstrating an indoor scene illuminated primarily by indirect sunlight that fills an interior and creates natural ambiance

2) Quick Overview of the Key Frame



RED: Soft light spreading across the room, with a gentle color transition—from bright, yellow tones near more lit areas to a subtle orange tint in the zones farther from the window

BLUE: Soft, diffused shadows beneath the furniture